

ODYSSEY ADVENTURE

ODYSSEY ADVENTURE CLUB MAGAZINE

WINTER 1983

ONE DOLLAR

P.T. BARNUM'S
ACROBATS!

The Greatest Game On Earth!

MEETING OF

ODYSSEY ADVENTURE

Vol. 8	Winter 1983	Issue 1
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Club members. Your letters are as welcome as ever. We enjoy hearing your comments and answering your questions. We especially enjoy all the expert tips we've been receiving about how to get higher scores on all the Odyssey games. Keep 'em coming!

If you haven't had a chance to renew your subscription to Odyssey Adventure Magazine (or if you've never subscribed before), please accept this complimentary issue. We wanted you to see our expanded format, with all the new features we'll have for you every month. Now that you've seen it, we know you'll want to renew (or begin) your subscription and your membership in the Adventure Club. You'll find a tear-out subscription card inserted on the next page. Fill it out and send it to us, along with your \$3.00, and you'll continue to receive the magazine, and keep in touch with all the exciting things that are happening in the world of Odyssey Adventure. Renew or begin your membership now, so you won't miss a single issue!

Our lead story this month is about the National Finals at the Pick-Axe Pete Pick-Off held in October at the World's Fair. Congratulations to Pick-Off winner Tony Scardigna, of Weehawken, New Jersey! And congratulations to all the other finalists, as well. Everybody had a great time at the World's Fair!

ON THE COVER

That's one of P.T. Bozhurri's Acrobats, soaring high up in the big top, popping balloons like crazy above the heads of the crowd. He's on his way down—better get that letter board in place for his partner's jump!

Read on about this new Odyssey game cartridge on page 14 of this issue, along with other suggestions for Odyssey Adventurers. Ladies and gentlemen...

FEEDBACK

ODYSSEY IS THE BEST!

I have an Odyssey² and I am trying to convince everybody to get Odyssey because I think it is the best. Could you tell me if Odyssey is making cartridges that look or play like the real video game, and could you tell me if any other companies are making cartridges that could fit the Odyssey console?

John Gordon
 Independence, MO

We think Odyssey is the best, too. John! But we don't think arcade games are "the only" video games. They're just different from home games, mostly because they're designed to play only one game at a time, whereas home games like five Odyssey are designed to be able to play dozens and eventually hundreds of different kinds of games. For that reason, there will always be differences between arcade games and home video games. (One of the biggest differences is that you don't have to keep pulling quarters into the Odyssey!) But we are making games based on arcade games. You'll find an example in the story on page 6.

As for your second question about other companies making cartridges, John, many other makers have written to ask us the same thing. The answer is yes! See page 14 for news about the new cartridge in particular. Here's another of the many letters we have received on the same subject:

I have been an Odyssey² owner for 3 years, and I think it's the best! I feel if you would allow other companies to make cartridges for Odyssey and advertise a lot more, people would know how good Odyssey really is.

Jay McKee
 Trinity, North Carolina

Odyssey does allow other companies to make cartridges, and as you can see from page 14, it's starting to happen. We will continue to seek out those companies who have especially interesting games

GRAY MATTER

As Odyssey Adventure begins its second year of publication, you might notice a few changes. We have a new crew on board, and a new address, too. Best of all, we've expanded the size of the magazine from twelve to sixteen pages! That gives us more room than ever for exciting features and news for Adventure

THE MINDS

and give them the secret of the special Odyssey video chip, which is different from all the others. And we do advertise! You've probably seen the magazine and television ads featuring our new spokesperson, the Wizard of Odyssey. Things are really starting to roll!

KEEP THE GAMES COMING

Our 10-year-old son Billy feels that Odyssey is not only challenging, but also a lot of fun. He finds it is an excellent way to meet and keep friends by inviting them for a race around the Speedway, or a trip down to the dungeon for a ring, or for an afternoon at the ball park for a game of Baseball. Keep the games coming. The whole family enjoys Odyssey tremendously!

Mrs. Wm. Schmidt
Camarache, Iowa

Well put, Mrs. Schmidt. Odyssey is one of the best ways we know for people of all ages to make new friends. We hope Billy will get his new friends together and form a local chapter of the Odyssey Adventure Club. See page 15 for details.

HAND-EYE COORDINATION IMPROVES

First I would like to tell you about my cousin Shannon. She scored 351 on K.C. on Maze #3. Sounds unimpressive, but she is only 3 years old and makes high scores constantly.

I also have a friend who had problems with his eyes. But when I got him to buy an Odyssey like me, his eyes improved drastically. Now the doctors encourage him to play Odyssey. The hand-eye coordination helps him.

I have enjoyed the first issues of Odyssey Adventure Magazine. As long as you print it, I'll subscribe to it.

Donald Douglas
San Antonio, Texas

Video games like Odyssey are being used to successfully treat peo-

K.C.'s KRAZY CHASE!



ple with many different physical handicaps. Donald: We're very pleased that your friend has improved. And your 3-year-old cousin sounds like a real whiz! We know we're going to see her in future Odyssey competitions.

HIGH SCORE CONTEST

How long does the High Score contest go on? Can we enter more than once with other games we play?

Gregory and Christopher
Opitondek
Chicago, IL

Take a look at page 9, folks. The contest will continue as long as we get photographs of scores higher than the ones listed. You're welcome to send us your scores on any of the Odyssey games listed, as well as on any games that are released, as long as they're higher than the high scores we've found. Every time we think we've seen the highest possible score on a game, along comes somebody to beat it. So keep on trying!

ANOTHER MASTERPIECE

I've seen K.C.'s Krazy Chase in the store, but am waiting for the video! I loved the human qualities given to the characters: K.C.'s blinking eye, his corkwheels, his flapping ears, the Drotapiller's smile and

frown, and the Drots' bouncing eyes when white. I also enjoyed how the trees disappear by eating them and then are replenished as if by magic. K.C. is another masterpiece from the Wizard! Can't wait to hear it talk!

As for your magazine, I'd like to see a readers' poll that would allow us to vote on our favorites and tell what we like about them in each issue. This would be interesting and especially helpful to the game designers.

Ken Truchan
Riverdale, IL 60627

K.C.'s Krazy Chase is quickly becoming everybody's favorite. Ken, especially with the Voice! the Voice unit should be available at your stores by now. The readers' poll is an idea we've been discussing. We'll tell you more about it in the next issue. In the meantime, all the readers' comments that we receive are passed along to Odyssey designers, so keep them coming!

THANKS, ODYSSEY!

I would like to take this opportunity to thank Magnovox for the excellent quality of the Odyssey² Master Unit and the new Voice Module that I have recently purchased. Every time I turn around my Odyssey is becoming more than I ever thought it would be. The Alpha-Numeric keyboard is great, the hand controls are superior to any others on the market. The educational cartridges make the Odyssey² the best value. All the video units pale in comparison. I bought the Math-A-Magic/Echo cartridge at a time when my seven year old daughter was earning a failing grade in math. With the help and her interest in the Math-A-Magic game, she brought her grade up to a "B" by the end of the school year. She is now maintaining "A's" and "B's" in math. Thank you.

Mr. R. R. Voigt
2352 South 75th Street
West Allis, Wisconsin 53219

Thank you, Mr. Voigt



Pick Axe Pick

It all began back in July, 1982, when the Pick Axe Pete scores started arriving at contest headquarters. First there was a trickle, and then a torrent, as thousands of scores—confirmed by photographs of the television screens—poured in. When it was all over on August 31, only five contestants out of all the thousands were chosen to compete for a pound of gold at the World's Fair in Knoxville, Tennessee!

All five contestants had registered scores over 9,000, a considerable feat of electronic gaming wizardry. They were notified that they had all won an expense-paid, three-day, two-night trip for two to the World's Fair, and a chance to compete for the pound of gold (worth more than \$6,000) at the Pick-Off National Finals to be held on October 9, 1982.

On Friday, October 8, the contestants began arriving at the Knoxville Hilton Hotel. George Floyd, age 15, had the shortest distance to travel, since he came from Rogersville, Tennessee, only 60 miles from Knoxville. His father Aubrey accompanied him.

Two of the contestants were brother and sister—Bryan Schumacher, age 15, and Jodi Schumacher, age 11 (the only girl in the contest). Because each was allowed to bring a companion, expense-paid, both their parents came along, for a great family vacation. The Schumachers hail from Trenton, Ohio.

The youngest contestant also had the longest distance to travel. 10-year-old Tony Scardigno (pronounced Scar-dee-no) came all the way from Weehawken, New Jersey, with his

16-year-old brother, Louie.

Rounding out the group was Michael McKim, age 12. His father Mike accompanied him from their home in Alexander, Arkansas.

After unpacking their bags and getting settled, the contestants and their companions were treated to a sumptuous dinner at a local

round would be played on a different arcade center. Each contestant's lowest score would be dropped, with the remaining scores totaled to decide the winner. Each round would be played on a different playing field.

The contest was held at the Odyssey display in the pavilion for



Finalists, from left to right: Michael McKim, George Floyd, Jodi Schumacher, Bryan Schumacher, Tony Scardigno

restaurant, accompanied by some folks from Odyssey (and a few editors from Adventure Magazine). The evening also included a magic show at the table and the nightly World's Fair fireworks display.

On the morning of the competition, Jerry Michaelson from Odyssey officially introduced the contestants and their families to the press. He also explained the rules. There would be three rounds of play, each with a 15-minute time limit (without the time limit, the contest could have lasted for hours!) Each

America's Electric Energy Exhibit. A bank of Odyssey arcade centers, an exhibit for the duration of the World's Fair, would be used for the contest. The contestants were allowed to warm up while the crowd gathered to witness the historical event.

At 10:15 am the beginning of the contest was announced by the officials. With the words, "On your mark, get set, get picking!" the first round was underway!

The playing field for round one was Maze #2. The contestants had

Axe Pete Pick-Off!



all achieved their high qualifying scores on Maze #6, however, so the first round was a real challenge. Adding to the challenge was the noise of the crowd, the lights of the TV cameras, the voices of the commentators and the Odyssey Robot, and the knowledge of what was at stake.

The first round scores were not high, with all five contestants canked by boulders before the time limit had expired. George came out on top with a score of 235, but our Pickers were just warming up.

The second round took place on Maze #4. Again the scores were lower than any of the five contestants were accustomed to. Bryan won round two with a score of 185.

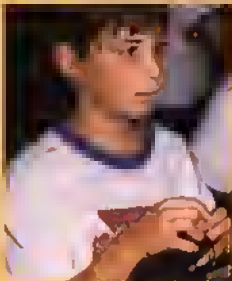
The third and final round would use Maze #6. This was the playing field of five contestants were most accustomed to. The tension mounted as the announcer prepared to get the last leg of the contest underway. All five gamers knew that their previous scores were really just warmups for this big round.

The lead changed hands minute by minute, as a new and exciting level of Pick-Axe Pete playing was witnessed by the crowd. Scores of over 100, then 200 were tallied, with all five pickers stiff in the contest. The first to go was Jodi Schumacher, with a score of 246. As the only girl in the Pick-Off, she had many supporters in the crowd, who were disappointed when she stepped back from the machine.

The picking continued at a furious pace, until Michael McKim was "boulderized" at 528, followed

by Bryan Schumacher at 562.

This left only Tony and George, who looked like they were going to reach the 15-minute time limit! Since George's highest score for the first two rounds was 235, and Tony's was 133, Tony would have to score over 100 points more than George in the final round in order to win. The tension mounted as both contestants made it



National Pick-Off Champ
Tony Scardigno

through the dangerous "blind maze" section.

Suddenly there was a cry from the crowd, as George stepped back from his console, his score stopped at 690. With only a few minutes remaining in the round, Tony was furiously picking, trying to exceed the magic number of 792 to score a win! His score continued

to mount—720, then 750. He scored a big chunk of points with a desperate dive through a door. When he finally stepped back from the console, with only seconds remaining on the clock, his score stood at 805. The final totals: Tony Scardigno—938. George Floyd—925. Tony had won the Pick-Axe Pete Pick-Off by only 13 points!

The other final scores were: Bryan Schumacher - 747, Michael McKim - 589, and Jodi Schumacher - 374.

All five contestants displayed excellent sportsmanship. Tony was congratulated by the other four after his pound of gold had been presented. They were good friends when the competition was over, and all vowed that they would be back for the next contest, whatever it might be.

An official stated that the National Finals of the Pick-Axe Pete Pick-Off was a well-run competition, one of the best he had ever seen. The organizers are already at work planning the next contest. Watch for an announcement in the pages of this magazine. You might be the next person to join Tony Scardigno as an Odyssey National Champion! In the meantime, a word of advice... Practice!

What's New At Odyssey West?

The Wizard's Helpers Are Hard at Work in the Hills of Tennessee

If you look long enough and hard enough, you might find, hidden away in a low brick building in the hills of Tennessee, the secret location of the Odyssey Software Development Group, also known as Odyssey West (because it's located west of the main Odyssey headquarters). There a group which now numbers six is hard at work developing new software for Odyssey mainframes.

We recently visited Odyssey West in order to find out what kinds of diabolically challenging games are being developed by this hard-working group of Video Game Authors, as they're called in the trade. Much of what we saw is still in the experimental stage, and too secret to give you all the details about. But here's what we can tell you—

Video Game Author Jim Butler is putting the finishing touches on an arcade adaptation, something that many of you have written to ask about. It's a game called "Turtles" (from Stern Electronics). If you've never run across the game before, here's how it works: Mama Turtle has lost her kid turtles in a maze full of little rooms. She must go and find them and carry them on her back to a house where they'll be safe. Giant bugs are running all over the place. If Mama doesn't hurry fast enough, the bugs turn red and start chasing her with increasing ferocity.

Mama's only defense against the bugs are a few bug bombs which she drops in their path. The bug bombs stun the bugs momentarily, allowing Mama Turtle to escape. Of course, once she has carried all her kids to safety, she has to start all over again. More lost kids, more bugs, and a different maze full of rooms.

"Turtles" looks like it's going to be a big hit. It's a challenging



game, with excellent graphics, music and sound effects. Jim says the game is scheduled for introduction sometime in early 1983.

Another Odyssey game that's due to be introduced soon is called "Killer Bees." It's the brainchild of Video Game Author Bob Harris. You, as the player, control a swarm of friendly honey bees, who are fighting three swarms of killer bees and a group of Beebots (robot beekeepers?) from outer space. You've got to sting all the Beebots and zap the killer bees before they take over the earth. It's a fast-moving, extremely challenging game—with some of the best graphics we've ever seen. And it's an original concept, unlike anything on the market today.

Video Game Authors Rex Bollenberg and Bob Cheezem are working on games that are both in the early stages of development. Right now, Rex's game consists of a good guy robot zapping a bunch of crazed little robots whose touch is deadly and who attack from all sides, eating up space as they go. One of the most interesting features of the game is the possible use of both joysticks at the same time. Sound in-

teresting? Keep your eyes open, we'll tell you more about it as soon as we know.

Bob Cheezem is working on a fourth Master Strategy Series game, it's Sherlock Holmes against the evil Doctor Moriarty. In a battle of wits in which the famous detective must determine whodunnit, where, and with what. Like all Master Strategy Series games, Bob's creation utilizes both on-screen and gameboard action in a game for one or two players.

The manager of this creative group of software designers is Sam Overton, who has been mentioned previously in the pages of Odyssey Adventure Magazine (see Winter, 1982). Sam told us something about software applications for the new Odyssey² mainframe being developed. It features greatly enhanced background graphics for current and future Odyssey games. We've seen some of the graphics, and we can tell you that they're going to make Odyssey games even more fun to play. The good news is that you'll be able to play any of your current Odyssey games on the new Odyssey², and all the future Odyssey games can be played on the Odyssey². However, the enhanced graphics will show up only on the Odyssey².

We discussed many things with the Video Game Authors at Odyssey West—including character generation, software development computers, and the secret Odyssey video chip—which we'll be telling you about in future issues. For now, we can report that the joysticks are really humming at the Odyssey Software Development Group headquarters. The groundwork is being laid today for tomorrow's most challenging video games from Odyssey.

THE WIZARD OF ODYSSEY!

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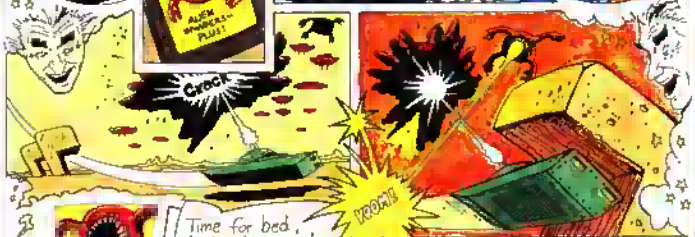


Hello!
I'm the Wizard of Odyssey.
I'd like you to meet
Andy. He's about to
play "Alien Invaders - Plus!"
but this time on a level
Andy has never played
before...



JEEPERS, it's
the Wizard of Odyssey!

You are now Captain
Andy of the Earth
Space Forces. Only
You can repel
the Alien
Invaders!



Time for bed,
Andy. You can play
with your Odyssey
Some more Tomorrow

WHAT HAPPENED!?

But Mom, I
was just about
to destroy all the
alien invaders
Without me, EARTH
IS DOOMED!

I know, but you'll
have to finish
the Battle to-
morrow. Good
Night, Andy

BUT
MOM.

This is it. It's Captain Andy
vs Merciless Monstroth.
TIME TO GET DOWN!



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Garbled Games

In a recent order for new game cartridge boxes, our printer got the titles all mixed up! Can you straighten them out? (You Crypto-Logic experts should find this one a snap!)

TECKOP LARDLBIS

CHAINPOK

MOREFED SHIRTFEG

HONKEMSNISEY

CROPMUTE FLOG

BLOATOLF

SADNYTY

MISOCO

S.

BREAKDO

BLUNDER

PROCTUME TRO

The Wizard's Pencil Game Pad

The Word Search

F B O R C L D S T G L Y F

H C K R Y A A L C E Y V A L T A R

G L L O R C S A C L Y P T X L G O L

P E R O R Y O C K E Y E L C H A L O C K O U

S Z Y H L A D T K A U E V A L L K Y L P H C

L L P T B F Y O A L L F O Q R Y F R T Y O O L A

S D O T L A S D S Z S G H T A D Y X A S T Y L Y

O R Z I C F Y B S N L M Q V S E B L Y C L O K P C S

G R A S O Z D G E B U J R L T Z A S E C O S E C L M

S N V B X H Q Y T P A I S T R L S L O P K A S T D T T

H C U I T E V A D L R S J O X A L L I Z C S Y H

L A X M O V E T A Z U S T R I F L O C R F N Y L

T C W P R S U J S L R O U A L Y L P Z S L L E

D A I O K I R C A P P A L G T Y C Y L N N G

I D J R L N N L U K E T E A M G R L R L F A

L S G I R C L G U S L R K A S H E T Y U F

T R I A J L C A C A Y U N S N D F F A

I X M L A R Y T L L O V H L I R

G R O V N A L E F T Y V L T A R U

O R C X A L T Y U S L G O L

All the words listed at the right are hidden somewhere in the puzzle. They might read forwards, backwards, up, down, or diagonally, but always in a straight line. Your job is to find and circle them. One example is shown—the word "ODYSSEY." There are 19 more. How quickly can you find them all? Ready, set, go!

ODYSSEY
BLOCKOUT
MONKEYBRIE
SPEEDWAY
ORICE
SINKING

TRINOBALL
BASEBALL
LOGIN
DFO
PULSAR
HOCKEY
GOLF

PACHINO
PRINCE
DYNASTY
MONSTROTH
RINGMASTER
BOGGER
BLACKBACK

Across

4. A game of yards and inches
6. K.C.'s krazy _____
8. Take the _____ and R
9. Computer _____ is mor
10. _____ space confinement
11. _____ way is a face

CLICFONT

ALEBLAB

BY CARTONIES

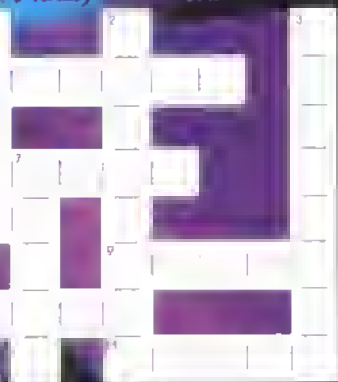
HALT

DIN

ge

's Krazy

ord



Down

1. The _____ of Odyssey.
2. Pulsar _____ guard the confinement crystals.
3. Secret word guessing game.
5. Out Of This _____
7. Invaders from _____ space!

ALL TIME HIGH SCORES!

Below are the all-time high scores recorded for a group of selected Odyssey games. We've included only those games in which no Adventurer has yet reached the top score possible or the top score which will register on the screen. For example, we've left out Alien Invaders Plus, since we've received hundreds of letters indicating that a 10 to 0 score was reached. We don't list 2-player games like Ispitool, since it's impossible to verify the fact that the score was competitively achieved. We've also stopped listing high scores for K.C. Munchkin, since many gamers have reached 9,999, and no higher score will register. But there's still lots of room for competition. If you can show proof (a photograph of the screen) that you have beaten one of these high scores, send it to us and we'll publish your name and score and send you a free Quest For The Rings t-shirt. We'll continue to publish this listing, adding new games as they are released, so that all Odyssey Adventurers will know the kind of score they must achieve to be truly worthy of the title of "Adventurer." We'll also print the names of some high-scorers who didn't quite score high enough to win a t-shirt, but who deserve an "honorable mention."

PICK AXE PETE		UFO	
George Floyd Rogersville, TN	9,999	Kenny Jordan Southgate, MI	7,510
Mike McKim Alexander, AR	9,996	Scott Lukas Valparaiso, IN	6,701
Was Hartman Bellevue, KY	9,934	Jamie Heyer Soux City, IA	4,448
(Score received too late to be included in Pick Axe Pete Pick-Off)		SPEEDWAY	
Jodi Schumacher Trenton, OH	9,913	Scott Polek W. Seneca, NY	9,979
Bryan Schumacher Trenton, OH	9,906	Joshua Nuttermeier Forestville, CA 95436	9,612
Tony Scardigna Weehawken, NJ	9,363	MONKEYSHINES	
COSMIC CONFLICT		Jim Vogel Fl. Thomas, KY	261
George Floyd Rogersville, TN	834	Dave Dahlin Sumner, WA	173
David Withmar Morton, IL	834	Mark Ferguson Houston, TX	124
Theresa Jilek La Grange, IL	834	David Ormerod Middletown, OH	108
(There were many others who achieved scores of 832.)		BLOCKOUT	
FREEDOM FIGHTERS		Chris Holt Reading, PA	8
Richard Latahou Buena Vista, CO	9,996	Dan Lombardi Mechanicsburg, PA	8
Scott Lukas Valparaiso, IN	4,829	John Sabatkauskas Jr. Omaha, NE	8
Kevin Lahr Johnstown, PA	905	HELICOPTER RESCUE	
SPIN-OUT		Jared Jordan Southgate, MI	11
Steve (Weir) Shapiro 11 sec		Gene Goskirk Fisher Heights, PA	10
(Many others have reached 12 seconds, but only one has exceeded that mark.)		(There were dozens of others who achieved scores of 8.)	

The Final Quest

The sands of the Hourglass are running out, and the Warrior and the Changeling have only one more chance to capture the Final Ring!

The Warrior tensed, his enchanted sword Bloodsealer gleaming in the darkness of the foul-smelling Dungeon. Even before his eyes adjusted to the gloom, he sensed the presence of the Orc, and heard his shuffling footsteps. Quickly he spun around, his sword flashing, and the evil Orc fell, mortally wounded. Then another materialized, and another, their eyes gleaming with hatred and blood-lust. Again and again Bloodsealer spoke, without mercy, as the Warrior fought his way down the corridor toward the waiting prize—the last Ring of Power!

For many days now the Warrior and his Changeling companion had endured unspeakable horrors in their quest for the Ten Rings. Despite Orcs, Firewraiths, Dragons, Doomwinged Bloodthirsts, and the unspeakable Spydroth Tyrantulus, the heroes now held nine of the rings. Only one remained.

But the Warrior knew that this last and most precious Ring was guarded, not only by Orcs and Firewraiths, but by the most hideous and feared of all the dragons—Mythrog. The Warrior now began to hear in the distance the lightning steam-engine breathing of the dragon as he paced back and forth along the walls of all of the dungeon. My... could not be... The Warrior's sword... of the...'s fiery breath...

ment as he ran in... His only hope would be to distract the dragon... enough for the Changeling to dash across... in corridor to the hiding place of the final... But what of the Changeling? Where was the Warrior's Elfin companion? With his Mirrorcloak of Invisibility, even the Warrior could not... Hoping for the best, the Warrior fought...

The Changeling shivered in the corner of the dark and musty Dungeon. A filthy Orc, snuffed past, only inches away. Though his Mirrorcloak of Invisibility prevented him from being seen, the Changeling knew that the Orc's very touch still meant instant death. He moved forward cautiously, not entirely sure of his location. Upon entering the Dungeon, he had been transported to this far corner by the touch of the Warrior's sword. But where was the Ring? His Elf-sense told him it was near, but the emanations were not strong enough yet for him to pinpoint the exact location.

The task of capturing the last Ring of the Ten had fallen to the Changeling, and though he knew he could depend upon his Warrior friend to draw the Ringmaster's hideous... vants away from the Ring... was still not one of the... ed by the Cl... and his... elf, Death...

PREMIUMS

GIFTS FROM ODYSSEY²

Here are some of the gift items available to you from ODYSSEY². To order, send a check or money order payable to ODYSSEY² to:
ODYSSEY² ADVENTURE
30400 Van Dyke
Warren, MI 48093

Michigan residents add 4 percent sales tax. Be sure to indicate T-shirt size when ordering the *Quest for the Rings* T-shirt.



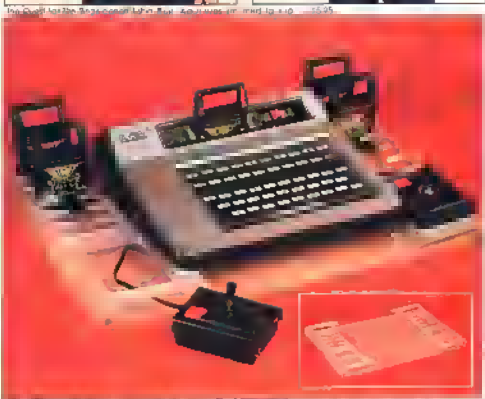
Full color "The Quest for the Rings" poster, 24" x 36" \$3.95



"The Quest for the Rings" Dragon Slayer T-shirt, sizes S-XL \$5.95



Pushy, pushy Huggable Dragon 10" tall \$12.95



ODYSSEY² Organized Memory and Logic Memory Machine (controls and programs) \$199.95

The sound of Mythrog's heavy breathing told him that he was near the main corridor of the Dungeon. His Elf-sense tingled. The Ring was near! Its hiding place was on the other side of the corridor. He longed to lift the Cloak. If only briefly, to get a niter's impression. But he knew that even a brief glimpse would be enough to send a deadly fireball of dragon's breath down upon him. And so he moved forward at a snail's pace, alert for the slightest hint of danger.

The Warrior's right arm ached from wielding his enchanted sword. He had long ago lost count of the number of Orcs and Firewraiths he had dispatched. And still they came at him, with no end in sight. He knew that the time had come to challenge Mythrog, or else all was lost. The Ring must be captured this time, as the last sands were even now falling through the Hourglass.

With a mighty battle cry, the Warrior leapt into the main corridor. He looked for a creature of his size, Mythrog

dragon and heard the Warrior's cry. Mythrog turned his head and made ready to let loose his fiery breath upon the Changeling. But at that very moment, the Warrior roared in triumph and threw himself at the Dragon!

The Changeling paused only a moment to see his friend engulfed in the dragon's breath, borne aloft in his claws. Then he continued running, the hero of the Ring almost overpowering to his fully awakened Elf-sense. There! He saw it, just ahead. A pair of Orcs pursued him. With all his strength, he covered the last few feet in an instant, grasped the Ring and held it aloft triumphantly. The trumpets sounded, the walls crumbled, and the power of the Ringmaster was broken forever!

He spun and immediately sent a fireball of fire toward the Warrior. But the Warrior was already gone. The fireball went careening off into the darkness of the Dungeon. The dragon breathed again, and again the magic sword flashed. "Now, Changeling!" the Warrior yelled, hoping his companion was within earshot. "Now is your chance! The Ring! The Ring!"

The Changeling heard the dragon's roar and saw the Warrior's sword flash. It was now or never. He lifted his Cloak of Invisibility and ran across the corridor as fast as his Elf legs would carry him. He saw the

There is a good story revolving around Odyssey games? We'd like to see it. We're looking for tales like the one you just read, that bring the fantasies behind the games to life. In Role-Axe Pairs, for example—Who is he? Where did he come from? Why is he a prospector? Give it a try. We'll publish the best stories in an upcoming issue of Odyssey Adventure Magazine. And if your story is chosen, not only will you have the excitement of seeing your name in print, but we'll

also send you a Quest for the Ring T-shirt. Send your story to: Odyssey Story Editor, 2000 Burlington St., Grand Rapids, MI 49506.

Your story must be original, and unpublished. Length must be between 400 and 800 words, double-spaced and preferably typewritten. Stories may be edited for length or grammar. Send a self-addressed, stamped envelope if you want your story returned.

Now let's see some good yarns, Adventurers!

GOOD STUFF



This adorable plush Hatching Dragon is a foot tall, bright green and yellow, and wears an Odyssey t-shirt. He'll make a great gift for any Odyssey fan! He's cute and cuddly, but watch out for his fire-breathing mommy! **\$9.95 + \$1.00 Shipping & Handling**



Sew this handsome Odyssey patch on your jacket to let all your friends know that you're an Odyssey Adventurer and proud of it! **\$4.50 + 50¢ Shipping & Handling**

Keep your Odyssey mantrame free of dust and dirt with this durable canvas dustcover. Tan with Odyssey logo. **\$3.95 + \$1.00 Shipping & Handling**

Here are some of the gift items and accessories available to you from Odyssey, to make the playing of Odyssey games even more fun! To order, use the form inserted next to this page. If the form is missing, just list the items you desire, enclose check or money order payable to Odyssey Adventure, and mail to **Odyssey Good Stuff
2000 Burton S.E.
Grand Rapids, MI 49506**

You may also use your Visa or Mastercard. Be sure to give your card number and expiration date. Michigan residents add 4 percent sales tax. Be sure to indicate t-shirt size when ordering. The Quest For The Rings or Pick Axe Pete t-shirt. Credit card customers may also order by calling toll-free 1-800-828-3659. Residents of Alaska, Hawaii and Michigan call collect 1-616-243-6000.

Quest For The Rings Dragon Slayer t-shirt has full color Dragon Slayer artwork on the front and "Quest For The Rings" and Odyssey logo on the back. Blue. Adult sizes: small, medium, large, and extra-large. **\$3.95 + \$1.00 Shipping & Handling**

Pick Axe Pete t-shirt is just like the one worn by the Pick Axe Pete Pick-Off National Champs (See page 4). White with red trim and full-color picture of Pete working his way through the Misty Mountain Mine. Adult sizes: small, medium, large, and extra-large. **\$3.95 + \$1.00 Shipping & Handling**





Big (21" x 17") Quest For The Rings poster is a full color rendition of a scene from the Quest, showing the Warrior and the Wizard battling a fierce dragon and a hideous Spadroth Tyrantula. \$2.95 + \$1.00 Shipping & Handling

Keep track of your highest scores with this handy Official Odyssey Score Pad. With a place for your name, the date, the game, level, and your score! Use a different page for everybody who plays the game. Keep each page as a record so that you can chart your improvement.

\$1.50 + 50¢ Shipping & Handling

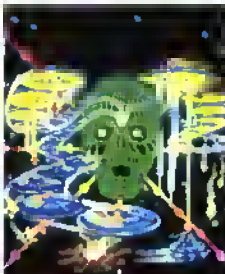


Main frame and cartridge not included

COMING UP

Attack of the Timelord!

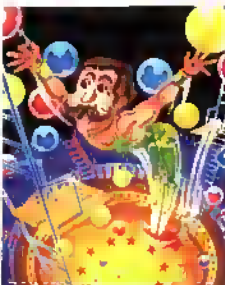
An unexpected power surge plunges your time machina into the forbidden dimension of Spyrus the Deathless, TimeLord at Chaos! The TimeLord's awesome armadas pursue you through a newly created warp in eternity. His fleet attacks in different formations every time. His Time Ships fire four different kinds of weapons—missiles, antimatter mines, annihilators, and the dreaded Nucleonic Time Killers. At first only the missiles are fired, but with each succeeding attack more weapons are arrayed against you, until finally you face them all at once, in greater and greater quantities. 256 different challenge levels! Advanced digital scoring with memory for high player's name and score. Full sync-sound action—with taunts and threats from the TimeLord himself! It played through the Voice of Odyssey® for one or more players. Scheduled release in early December. Cartridge Number AC 9445



tions—including both one and two-player versions—provide a game with almost unlimited challenges. When played through the Voice of Odyssey, you'll hear limiting cues, and both good and bad advice from the ring announcer. Scheduled for release in November. Cartridge Number AC 9443.

P.T. Barnum's Acrobats!

It's the Greatest Game on Earth—straight from the Ringling Brothers Barnum & Bailey Circus! Your acrobats soar high up in the Big Top, popping balloons above the heads of the crowd. One of the acrobats stands on a platform at the left side of the screen. His partner is on the teeter board at the center. You move the teeter board into position with the joystick. Press the action button and the acrobat on the platform jumps onto the board. If he lands on the high end of the teeter board, his partner will fly into the air and begin popping balloons. When all of the balloons in a row have been popped, a full row of new balloons will appear automatically. A complete game is a series of ten jumps. The more balloons that are popped, the higher the score! Eighteen varia-



Demon Attack

For the first time, an independent software company, in cooperation with Odyssey, has produced a game cartridge for the Odyssey system. Available after January, 1983. It's called Demon Attack, from Imagis, in which you maneuver your laser cannon to

protect your scientific colony from hordes of cunning demons (Look for more details in the next issue of Adventure Magazine)

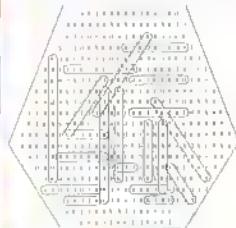
All Odyssey Adventurers are pleased to see more games available for the Odyssey mainframe!

EXTRA. EXTRA!

There are always new games being developed by the Odyssey Software Development Group. Two of them are scheduled for release early in 1983. They're entitled "Turtles" and "Killer Bees." "Turtles" is an adaptation of a popular arcade game [something many Adventure Club members have written to us to ask about], while "Killer Bees" is an exciting and totally different kind of game featuring Beebols and swarms of "killer" bees. You'll find more details in the story on page 6 of this issue.

Answers to Wizard's Pencil Game Page

1. 1985-1990	1. 1985-1990
2. 1991-1995	2. 1991-1995
3. 1996-2000	3. 1996-2000
4. 2001-2005	4. 2001-2005
5. 2006-2010	5. 2006-2010
6. 2011-2015	6. 2011-2015
7. 2016-2020	7. 2016-2020
8. 2021-2025	8. 2021-2025
9. 2026-2030	9. 2026-2030
10. 2031-2035	10. 2031-2035
11. 2036-2040	11. 2036-2040
12. 2041-2045	12. 2041-2045
13. 2046-2050	13. 2046-2050
14. 2051-2055	14. 2051-2055
15. 2056-2060	15. 2056-2060
16. 2061-2065	16. 2061-2065
17. 2066-2070	17. 2066-2070
18. 2071-2075	18. 2071-2075
19. 2076-2080	19. 2076-2080
20. 2081-2085	20. 2081-2085
21. 2086-2090	21. 2086-2090
22. 2091-2095	22. 2091-2095
23. 2096-2100	23. 2096-2100
24. 2101-2105	24. 2101-2105
25. 2106-2110	25. 2106-2110
26. 2111-2115	26. 2111-2115
27. 2116-2120	27. 2116-2120
28. 2121-2125	28. 2121-2125
29. 2126-2130	29. 2126-2130
30. 2131-2135	30. 2131-2135
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38. 2171-2175	38. 2171-2175
39. 2176-2180	39. 2176-2180
40. 2181-2185	40. 2181-2185
41. 2186-2190	41. 2186-2190
42. 2191-2195	42. 2191-2195
43. 2196-2200	43. 2196-2200
44. 2201-2205	44. 2201-2205
45. 2206-2210	45. 2206-2210
46. 2211-2215	46. 2211-2215
47. 2216-2220	47. 2216-2220
48. 2221-2225	48. 2221-2225
49. 2226-2230	49. 2226-2230
50. 2231-2235	50. 2231-2235
51. 2236-2240	51. 2236-2240
52. 2241-2245	52. 2241-2245
53. 2246-2250	53. 2246-2250
54. 2251-2255	54. 2251-2255
55. 2256-2260	55. 2256-2260
56. 2261-2265	56. 2261-2265
57. 2266-2270	57. 2266-2270
58. 2271-2275	58. 2271-2275
59. 2276-2280	59. 2276-2280
60. 2281-2285	60. 2281-2285
61. 2286-2290	61. 2286-2290
62. 2291-2295	62. 2291-2295
63. 2296-2300	63. 2296-2300
64. 2301-2305	64. 2301-2305
65. 2306-2310	65. 2306-2310
66. 2311-2315	66. 2311-2315
67. 2316-2320	67. 2316-2320
68. 2321-2325	68. 2321-2325
69. 2326-2330	69. 2326-2330
70. 2331-2335	70. 2331-2335
71. 2336-2340	71. 2336-2340
72. 2341-2345	72. 2341-2345
73. 2346-2350	73. 2346-2350
74. 2351-2355	74. 2351-2355
75. 2356-2360	75. 2356-2360
76. 2361-2365	76. 2361-2365
77. 2366-2370	77. 2366-2370
78. 2371-2375	78. 2371-2375
79. 2376-2380	79. 2376-2380
80. 2381-2385	80. 2381-2385
81. 2386-2390	81. 2386-2390
82. 2391-2395	82. 2391-2395
83. 2396-2400	83. 2396-2400
84. 2401-2405	84. 2401-2405
85. 2406-2410	85. 2406-2410
86. 2411-2415	86. 2411-2415
87. 2416-2420	87. 2416-2420
88. 2421-2425	88. 2421-2425
89. 2426-2430	89. 2426-2430
90. 2431-2435	90. 2431-2435
91. 2436-2440	91. 2436-2440
92. 2441	



ADVENTURE CLUB



Form your own Adventure Club Chapter

Now you can form your own local chapter of the Odyssey Adventure Club! Here's how it works: Write to us at the address below and we'll send you an application form. Then get together at least five members of the Adventure Club in your local area. They can be current members or new members. Send \$3.00 for each new member along with your application form. You'll receive a certificate certifying your group as an official chapter of the Odyssey Adventure Club. Each member will receive a membership card, and a one-year subscription to Odyssey Adventure Magazine, and will be eligible for all kinds of special offers which will be coming up in the future. In addition, your Adventure Club chapter will be able to participate in Odyssey activities

which may take place in your area.

This is only the beginning for the Odyssey Adventure Club. After enough local Club chapters have been formed, we will be able to begin planning regional club meetings, in which members from other towns and cities can get together to compete and compare notes on Odyssey games. You can get in on the ground floor by writing for a club application. Write to Odyssey Adventure Club, 2000 Burton S.E., Grand Rapids, MI 49506. Just send your name and address and we'll mail you the application and tell you how to submit it. And if you have any suggestions for things the Adventure Club can do, send them along, too. It's your club, so you tell us what you want!

Odyssey Pen Pals

The Odyssey Adventure Club has members from all over the United States—from Hawaii to Florida, from Maine to Texas. Now here's your chance to write to other Odyssey Adventurers from other parts of the country. It's called Odyssey Pen Pals, and it works like this:

Send us your name, address and age (along with a self-addressed, stamped envelope), and tell us you would like to be an Odyssey Pen Pal. We'll send you the names of other gamers your age who've written to us, and we'll send your name to them. You can write to one or several in various parts of the country that sound interesting to you. Tell them about yourself. Tell them what games you like to play, and what scores you've achieved. Ask them to write back to you. Before long you'll be corresponding with lots of other people who have similar interests. And here's the best part. Before long you'll start getting surprise letters from people who've found your name on the list! You'll discover how exciting it can be waiting to see what the mailman will bring each day. And you'll see how easy it is to make new friends when you have something in common with them. You're both Odyssey Adventurers and proud of it!

Write to:

Odyssey Pen Pals
2000 Burton S.E.
Grand Rapids, MI 49506



Striking More Gold With Pick Axe Pete!

(Reprinted, with permission, from Videogaming Illustrated, 32 Oak Ridge Road, Bethel, CT 06801. With added commentary from the Editor.) Your approach to Pick Axe Pete depends entirely on the difficulty level you select. However, except where noted, the following rules apply to every screen.

1. There is no rush! The trick is to stay alive and garner points. Don't rush after a key at the expense, for example, of having to leap over a door at the top. You may land on a boulder coming out at the other side. Jump boulders until a key comes to where you're standing. Be sure to keep Pete's arms raised before you jump, or he might duck instead!

2. The pick with which you start the game disappears after fifteen seconds. Pete being so mighty that the poor tool just goes to pieces. Don't bother going after another one. You automatically get a new pick when you pass through a door, so make the higher-point key your objective. Once you get the key and you're needing for a door, try jumping the final distance. You'll probably miss any boulders that appear—and even if you get hit, your momentum will usually carry you through the door! Watch out for the grey door. It leads to the dark maze!

3. While waiting in the top shaft for the key, earn points by jumping whatever boulders appear. The exception is when the mine has pitfalls which plunge straight to the bottom. If the pick appears and you can drop directly to it within five seconds, before it vaporizes—by all means do so. Though you'll have to fight your way back to the top, you can't be hurt (unless you land on a boulder) and you'll be earning

TIPS

FROM THE EXPERTS



points all the while.

4. Don't chase a ladder which descends more than half the screen away. You'll never reach it before it retracts. A ladder appears somewhere along each shaft every five-to-ten seconds.

5. Don't limit your pickaxing to the shaft you happen to be in. Jumping up will enable you to poke your pick through the floor at the level above, allowing you to smash boulders overhead—unless they happen to be bouncing, in which case you've got to time your jump carefully. Similarly, crawling allows you to hack at rocks in the shaft below. If they're bouncing high enough.

6. You can climb the ladder below a door without getting stuck in the latter: go halfway up the ladder, then jump the rest at the way left or right.

7. Ladders can be climbed even if they're nearly retracted. Jump at it, making contact with any part will allow you to ascend. As long as you're in contact with a ladder, it won't disappear.

8. If you find yourself on the bottom without a pick, stay there un-

til one appears. There is no sense trying to ascend unarmed, since it will take longer than if you had waited.

9. When you're holding out for a pick at key, watch the boulders on the level above you. Those are the ones with which you'll be contending any moment. Watch the direction they're rolling, and how many are in tandem. This will determine the direction you must jump and the kind of jump you make. For example, if two rocks are headed your way don't jump straight up or you'll land on the second. Take a vaulting leap toward them (Don't bother jumping away; you won't score any points, and the rocks will roll after you in any case.)

10. Keep an eye on gold racks famed in collisions. They're the ones that produce the pick and key.

11. Though you can catch a key while standing in any shaft, only the top level gives you time to run from one side to the other before the key arrives.

12. Lastly, stay on the move as long as you have your pick. Hop or drop to reach any and all boulders, trying to stay in the upper third of the mine. As soon as the pick crumbles, head for the top level and await the key. Incidentally, you have four seconds from the time the pick begins to chime and scintillate until it vaporizes!

EDITOR'S NOTE: If you want to send us your expert tip or strategy, please address your letter to:

TIPS Dept
ODYSSEY ADVENTURE
2000 Burton S.E.
Grand Rapids, MI 49506

